EmuMovies

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PlayStation 2

NTSC U/C

SEGA SPORTS

# NCAA 2K3
## COLLEGE BASKETBALL

EVERYONE E CONTENT RATED BY ESRB

POWERED BY ESPN

ONLINE CAPABILITIES

SEGA

**WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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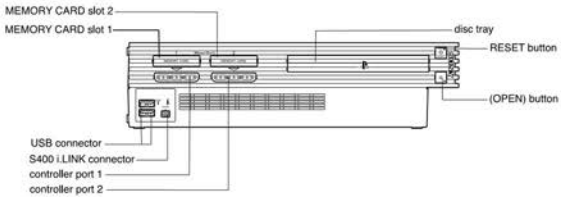
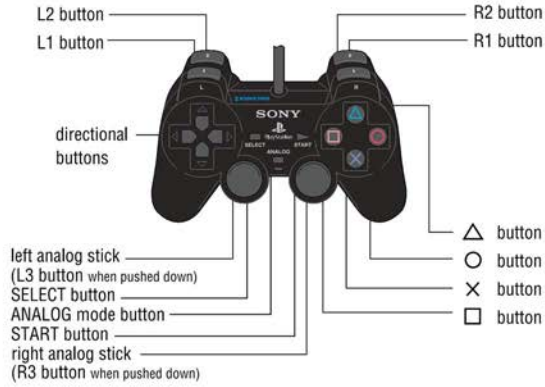
# GETTING STARTED

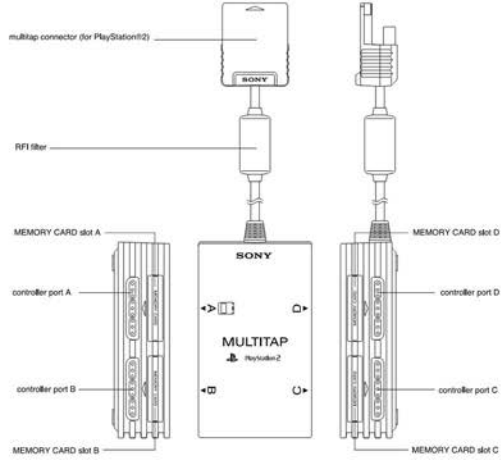



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NCAA College Basketball® 2K3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## OFFENSE WITH BALL

× button . . . . . Pass

▲ button . . . . . Call play

■ button . . . . . Shoot

● button . . . . . Dribble special move

L1 button . . . . . .Post up

R1 button . . . . . .Speed burst/Turbo

L2 button . . . . . .Call for pick

R2 button . . . . . .Pass to player closest to basket

START button . . . . . .Pause

Right analog stick . . . . . .Analog Passing

Left analog stick/directional button . .Player control

## OFFENSE WITHOUT BALL

× button . . . . . Call for a pass

▲ button . . . . . Set pick

■ button . . . . . Call for shot

● button . . . . . Call for pick/Release pick

L1 button . . . . . .Jump

R1 button . . . . . .Speed burst/Turbo

START button . . . . . .Pause

Left analog stick/directional button . .Player control



## FREE THROWS

Left and Right analog sticks . . . . .Aim

L1 or R1 button . . . . . .Shoot

## DEFENSE

× button . . . . . Switch to player closest to ball

▲ button . . . . . Call play

■ button . . . . . Jump for rebound/block

● button . . . . . Steal

L1 button . . . . . .Face up defender

R1 button . . . . . .Speed burst/Turbo

R2 button . . . . . .Intentional foul

START button . . . . . .Pause

Right analog stick . . . . . .Switch to player closest to ball

Left analog stick/directional button . .Player control

## BEGIN THE GAME

1. Turn ON the MAIN POWER SWITCH on the back of your PlayStation®2 Game Console.

2. Make sure a DUALSHOCK®2 analog controller is plugged into the PlayStation®2 Game Console.

- If you're playing against friends, plug additional DUALSHOCK®2 analog controller into the PlayStation®2 Game Console.

- In order to save your game progress, make sure a memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1.

3. Insert the NCAA College Basketball 2K3 game disc into the disc tray.

4. Press the RESET button. The PlayStation®2 Screen appears.

• If the PlayStation®2 logo Screen does not appear, begin again at step 1.

## TITLE SCREEN

Once the introduction sequences are complete, the NCAA 2K3 Title Screen appears. To go directly to the Main Menu, press the START button. (See Main Menu below.)

## GENERATED PLAYER NAMES

NCAA College Basketball 2K3 allows you the option to have the game automatically generate player names for every player in the nation. After pressing the START button on the Title Screen, the game will ask if you wish to Generate player names. If you select YES, player names will be randomly generated by the game. If you select NO, the game will refer to each player by his number.

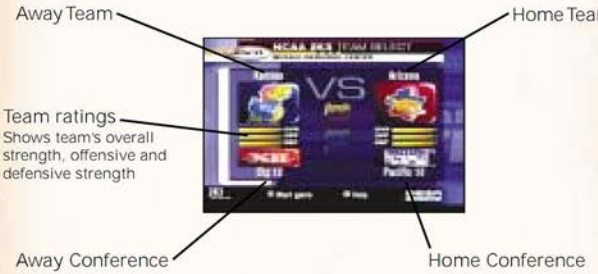
## MAIN MENU

## PLAYING A QUICK GAME

Play a quick game between any two teams.

## TEAM SELECT SCREEN

Select your game's competitors from over 300 NCAA Teams!




To Select the Teams:

1. Use the left analog stick or directional button to move the Controller Icon to the side you wish to control during the match.
2. Before selecting your team, you may want to select the conference your team plays in first. To select your conference, move the highlight down to the conference section and press the L1 or R1 button. If you prefer to cycle through all of the included NCAA teams in alphabetical order, highlight NCAA in the conference section.
3. After selecting your conference, move the highlight up to the team section of the Team Select Screen and press the L1 or R1 button to cycle through the teams.
4. Alternatively, you can choose random team matchups by pressing the ● button. Each press of the ● button will randomly select a new team matchup.
5. With your team(s) selected, press the START button to continue.

## ON THE COURT

As the players perform their warm up drills, ESPN's John Ireland and Tim Neverett welcome you to the game and send you courtside for the player introductions.

### The Tip-Off / Jump Ball

When the player introductions conclude, it's on to the tip-off! Once the players line up at center court, the referee will initiate the tip-off by tossing the ball in the air. When the ball is near the top of its upward travel, press the ■ button to jump. The winner of the tip-off will start the game with possession of the ball.

## BASIC OFFENSE

In the sport of basketball, if you can't score, you can't win; it's as simple as that. Here, you will learn the basics on how to play offense in NCAA College Basketball 2K3.

### Dribbling

- To dribble the ball, move the left analog stick or directional button in the direction you want to move.
- To get a speed burst, press and hold the R1 button while moving in any direction. When doing so, you will notice a green bar appear beneath your player indicator. This green bar indicates the amount of speed burst you have left at the moment. When this speed burst indicator bar is depleted, you will no longer able to speed burst for a short while.
- To perform a crossover move, press the ● button. This is a handy move to use when trying to get around a defender.
- To dribble with your back to the basket, press and hold the L1 button.

### Passing

- To pass the ball to the nearest player, simply press the ✕ button. This will initiate a pass to your nearest teammate.
- To pass the ball to a teammate of your choice, press the left analog stick or directional button in the direction of the teammate you want to pass to and then press the ✕ button. This will initiate a pass to the nearest teammate in the direction you pointed to.

### Shooting

- To shoot a jump shot, press the ■ button and release the button at the top of your jump. The type of shot is determined by your current position on the court.
- To attempt a layup or dunk, dribble into the painted area of the court and then press the ■ button with the left analog stick or directional button pointed towards the basket. The type of layup or dunk performed is determined by the layup and dunk rating of the player. Keep in mind that holding the turbo (R1) button will increase the range of your lay-ups and dunks.
- To pump fake a shot, quickly tap the ■ button. The player will make a quick shooting motion to fake out the defender, but will hold onto the ball.
- To pass out of a shot, press the ■ button to shoot and, without letting go of the ■ button, quickly press the ✕ button to pass while in the middle of your jump. Your player will now pass while in midair.

## ADVANCED OFFENSE

- To fake a defender and perform a special crossover move, hold left/right on the left analog stick or directional button after you tap the ● button.

- To spin past a defender, run towards the defender, press the R1 button to speed burst and quickly press the ● button. If done properly, your player will perform a spin move.

### Post Up Moves

The post up is one of the fundamentals of basketball, and there are a variety of ways to get free and score via a post up move.

- To initiate a post up move, first start by pressing and holding the L1 button. Your ball handler will turn his back to the basket and initiate a protect-the-ball style of dribble. Keep holding the L1 button and push the left analog stick or directional button towards the defender. As soon as you make contact with the defender, your ball handler will initiate the post up.

- With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, move the left analog stick or directional button in the direction of the basket while you hold down the L1 button. However, be careful of the Closely Guarded Rule: If you spend too much time posting up, you will be called for a penalty and turn the ball over to the defense.

There are a few ways you can score with the post up.

- One way to score from the post is by shooting a face-up jumper or a fade-away jumper. To shoot a one-handed jumper, press and hold the L1 button, then, while holding the L1 button, press the left analog stick or directional button to the right of the defender and press the ■ button to shoot. To shoot a fade-away jumper, press and hold the L1 button, and, while holding the L1 button, press the left analog stick or directional button away from the defender and press the ■ button to shoot.

- The drop step move is the most effective way to score from the post up. To perform a drop step, first post up your defender by pressing and holding the L1 button. At any time during your post up (with the L1 button still held down), move the left analog stick or directional button in the direction you want to drop step to and then release the L1 button. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will be able to get past your defender and are now free to shoot a pull-up jumper or take it all the way to the basket for an easy layup.



### Advanced Passing

A good passing game is the key to any successful offense, and in this section you will learn about the advanced passing techniques you can utilize in NCAA College Basketball 2K3.

- To pass to the player nearest the basket, press the R2 button. This passing method is helpful for back door passes as well as for advancing the ball on a fast break.

- Analog passing is the fastest way to pass to an open man. While controlling the ball-handler, move the right analog stick in the direction that you want to pass and your player will automatically pass to a teammate in that direction.

### Play calling

Each team has twenty-one plays in its offensive playbook and fifteen plays in its defensive playbook. Of these, four offensive plays and four defensive plays can be accessed during gameplay via the In-game Play Call Menu. If you'd like to customize the four plays currently in use, select Coaching from the Pause Menu, and select Offensive Plays or Defensive Plays (you can also set your Offensive and Defensive Plays in Customize Mode).

- To bring up the Play Call Menu during gameplay, press the ▲ button. Then press the corresponding button to run a specific play.

- Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press the L2 button while in control of the ball. Your nearest teammate will run up and set a pick for you.

- To call an intentional foul while on defense, press the R2 button. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations where you're team is behind and you want to stop the opposing team from running out the clock.

## FREE THROW SHOOTING

Most games are won or lost at the free throw line. To shoot a successful free throw, you'll need to line up both green arrows

directly over the basket. To do so, move the left analog stick to the right and the right analog stick to the left to line up the arrows, then press either the R1 or L1 buttons to release the shot. Keep in mind that it's best to move both the arrows at the same time, as they are hard to keep over the basket.

Also, remember that you don't have all day to shoot the free throw. A clock will appear in the upper right corner of the screen to tell you exactly how many seconds you have remaining. If you're having trouble shooting free throws, go to Practice Mode: Free Throw to hone your free throw skills. (See page 38)

## DEFENSE

### Stealing

There are three basic ways to steal the ball in NCAA College Basketball 2K3.

- To attempt to pick the ball handler's dribble, press the ● button. Be careful not to overuse the steal button or to lunge for a steal attempt when not in proper position. The referee will call a reach-in foul if you overuse the steal and the defense will find ways to burn your defender if you lunge and get too far out of position.
- To steal a pass, press the ■ button when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.
- For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging pass steal. While running towards the passing lane, hold the R1 button for a speed boost and then press the ■ button. Your defender will lunge for the steal. Be careful though, if you miss the steal, your defender will be out of position and unable to defend his man.

### Shot Blocking

To block a shot, press the ■ button as the ball handler releases his shot.

### Rebounding

- A fundamental part of good rebounding is boxing out your opponent. To box out an opponent, position your rebounder close to the basket and pull and hold the L1 button. By doing so, your player will extend his arms to the side in an effort to keep any nearby opponents behind him.
- To jump for a rebound, press the ■ button after the ball has bounced off the rim.
- Once you have possession of the rebound, a useful strategy is to perform a clear out move. In order to clear out the opponents around you, jump and gain possession of the rebound and just as your player is landing from his jump, tap the ● button repeatedly. As you tap the ● button, your player will swing his elbows in an effort to clear out. The clear out move is a very useful move when rebounding because it minimizes the chance of the ball being stolen from you.

### Switching to the Player Closest to Ball

While on defense, press the **X** button to switch to the player closest to the ball.

### Switching to the Last Available Defender

While on defense, pressing the ▲ button at any time will put you in control of the defender closest to the basket. This is a particularly useful button when you need to defend against the fast break and is also helpful when you need to get control of one of your low post defenders in a hurry.

### Using the Defensive Stance

To prevent a perimeter ball handler from driving past you, the most effective way to stay in front of your opponent is by using the Defensive Stance. The Defensive Stance causes your defender to crouch down in front of the offensive player with your arms and legs spread, making your defender tougher to get around. While in the Defensive Stance, your lateral (side to side) movement will be more precise, but slower.

- To assume the Defensive Stance, press and hold the L1 button.

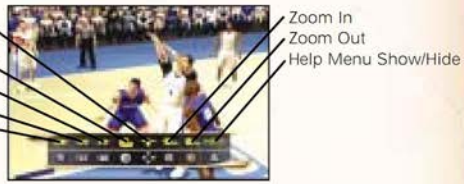
## PAUSE MENU

You can pause the game at any time to access the Pause Menu options or just take a break from the action.

- To pause the game, press the START button at any time. The Pause Menu appears.
- To access an option, highlight it and press the **X** button.
- To return to the game from the Pause Menu, press the START button again.

## REPLAY

Step into the broadcast booth to run the film on the last play and view the action from virtually every possible angle.




1. To return to the Pause Menu from the Replay Screen, press the START button.

## CONTROLLER

You can access the Controller Assign Screen during a game to switch control from one team to the other or to allow newcomers to join the game in progress. The Controller Assign Screen functions similarly to the Team Select Screen.

1. To choose sides, move the Controller Icon to the side you wish to control during the match.
2. Press the ▲ button to return to the Pause Menu.

## OPTIONS

(See Options on page 41)



## TIME OUT

You can take a Timeout if you need to make any substitutions or give your players a breather.

**To call a Timeout:**

1. When in possession of the ball press the START button to access the Pause Menu.
2. Highlight Timeout on the Pause Menu and press the **X** button.

Both teams begin the game with six Timeouts that they can use when in possession of the ball. With two minutes left in the second half, both teams' timeouts will be reduced to two timeouts (if they have more than two left). If the game goes to Overtime, each team will get an additional Timeout.

## SUBSTITUTIONS

By default, substitutions are automatically performed for your team when necessary. Should you wish to control your team's substitutions, go to Coaching: Settings and switch Substitution to Manual. Then return to the Pause Menu and select Substitutions.

**To make substitutions:**

1. Once in the Substitutions Screen, highlight the player you wish to substitute out of the game and press the **X** button.
2. Highlight a bench player, indicated by the word "bench" next to their name, and press the **X** button.
3. Press the ▲ button to proceed and return to the Pause Menu.

On the Substitutions Screen, you can also automatically select a preset lineup to put on the floor for different situations in the game.

## COACHING

The Coaching Menu is where you can assign plays, adjust your strategy, change defensive assignments, assign double teams, and much more.

**Matchups:** This is the screen where you can assign defensive matchups. Each of your players on the floor has an opposing player to guard. If your team is getting beat by a hot player, change the matchup to put a better defender on him. The players in the upper left of the screen are your team's defenders. The players in the upper right are the opposing players that they are assigned to guard. The bottom portion of the screen shows the player portrait and vital information of the selected players.

**Pressure:** This is where you can determine how much defensive pressure each of your players should apply to the player they're guarding. The tighter the pressure, the closer your defender will defend his assigned player. The looser the pressure, the further your defender will stand from his assignment.

**Settings:** Coach Settings are options you can set to assume more control over coaching duties such as calling timeouts and substitutions and setting a game plan.

**Timeout:** Choose MANUAL to call your own timeouts or AUTO to have them automatically called when appropriate.

**Substitutions:** Set MANUAL to call for your own substitutions or AUTO to have them called for you when necessary.

**Zone Press:** Selects when your team will initiate a zone press defense.

**Zone Press Defense:** Selects the type of zone defense your team plays.

**Offense Playcall:** Set MANUAL to call your own offensive plays (refer to page 11) or AUTO for automatically called plays. Select W/MSG to display the name of the play being called onscreen, or select w/o MSG to hide the play call from a human opponent.

**Defense Playcall:** Set MANUAL to call your own defensive plays (refer to page 11) or AUTO for automatically called plays.

**Late Game Fouling:** Set MANUAL to call your own late game intentional fouls, or AUTO for automatic intentional fouls when necessary.

**Game Tempo:** Move the slider to the right for high tempo play. Move the slider to the left if you prefer a more methodic playing style.

**Fast Break:** For more fast break opportunities, move the Fast Break slider to the right. Moving the slider to the left will result in less fast breaks. This should result in your team pulling down more defensive rebounds.

**Crash Boards:** To get more players on the glass, move the Crash Boards slider to the right. Moving the slider to the left will cause fewer players on your team to pursue the rebound and more players to be in position for a fast break.

**Double Team:** If your opponent has a player or two that is having a great game against your team, then consider double-teaming them. By default, the setting for each opposing player is set to AUTO. Your players will automatically double-team that offensive player when he is in easy scoring position. If you set Double Team to NEVER, your defenders will never double-team that opposing player. If Double Team is set to IN PAINT, your defenders will double-team that offensive player when he has the ball in the key. If you set Double Team to ALWAYS, your defenders will always double-team that player whenever he has the ball.

**Offensive Plays/Defensive Plays:** NCAA College Basketball 2K3 features 21 different offensive plays and 15 different defensive plays per team. Use the Offensive or Defensive Plays Screens to choose the four plays you want access to on the court in the Offensive and Defensive Play Menus.

**Role Play:** Enabling Role Play will let you take control of one player on your team exclusively, regardless of who has possession of the ball. When any of your CPU teammates have the ball with Role Play enabled, you can make them pass to you by pressing the **X** button and make them shoot by pressing the ■ button.

**Stats:** From the Game Stats Menu, you can access comprehensive team and player stats, as well as an injury report for the current game, at any time during the contest.

**Teams:** Compare the current game stats of the two teams in 23 categories including the number of timeouts remaining, free throw percentage, points off the bench, team fouls, assists, blocks, and much more.

**Home and Away:** The Player Stats Screen posts stats for both the Home and Away teams in 19 categories including rebounds, field goals, free throws, and three pointers.

**Injury Report:** The Injury Report lists any injuries sustained by players during the game and informs you of how long the injured player(s) will be out of the lineup.

## CAMERA

If you would prefer to specify the point of view while playing the game, the camera settings can be adjusted on the Camera Screen.

**Zoom:** Adjusts the magnification of the scene from the camera's position. Use the **X** and ● buttons to adjust the slider.

**FOV:** Adjusts how close or far away the camera is from the action. Use the **X** and ● buttons to adjust the slider.

**Height:** Adjusts how high up the camera is. Use the **X** and ● buttons to adjust the slider.

**Key:** With Key set to ON, the camera will zoom in each time a player with the ball enters the key.

**Reverse:** With Reverse set to ON; the camera angle will be the opposite of your settings.

**Flip:** With Flip set to ON, each time possession of the ball changes, the camera will change angles to give the USER a view facing the basket.

## GAME MODES

To Choose a Game Mode:

1. In Main Menu, highlight Game Modes and press the **X** button.
2. On Game Modes Menu, use the L1 and R1 buttons to cycle between the game modes: Exhibition, Season, Tournament, Legacy, Practice, Gym Rat, and Network Play.
3. Highlight an option and use the **X** or ● buttons to cycle between settings, and then press the START button to advance.

Some common game mode options are:

**Number of Users:** Certain modes allow 1 to 4 users.

**Half Length:** You can play with default 10-minute halves, or you can adjust the length of each half from 1-20 minutes.

**Injuries:** You can turn Injuries on or off.



**Fatigue:** Fatigued players don't play as well and need to be subbed out when tired. You can turn Player Fatigue on or off.

**Foul Out:** Players normally foul out of the game after committing 5 personal fouls. Here you can turn foul outs on or off, or you can reduce the number of fouls necessary to foul out to 1, 2, 3, or 4.

**Use Default Rosters:** With Default Rosters turned off; you will be able to play a game with any roster changes you have made in Roster Manager (see Roster Manager on page 44). With Use Default Rosters set to on, the teams will play with their default rosters.

## EXHIBITION

Playing an Exhibition game is like playing a Quick Play Game with a few more game options at your disposal. Select your desired options and then advance to the Team Select Screen.

## LEGACY

Here is your chance to take a school's destiny into your hands and lead them to a national championship. You're in control of every aspect of your team. Scout out the talented high school players, recruit them to your school, call the plays on the court, take the big shots, and win national titles as you create your own Legacy that will be talked about for generations to come.

**The options that are specific to Legacy Mode on the Game Modes Screen are:**

**Mode:** You have the option of choosing an Open Legacy Mode or Career Legacy Mode. Open Legacy allows you to select any team and change teams every year if you wish. In Career Legacy, you'll start off at a small school and must work your way up the national coaching ranks before you attain the coaching position at an elite school.

**Players Leaving Early for NBA:** When set to YES, undergraduates may declare early for the NBA draft at the end of every season. When set to NO, your players will not leave your school for the NBA draft until they use up all four years of their college eligibility. Keep in mind, though, that players on your team who don't receive much playing time can still transfer to another school.

### Legacy Setup Screen

On the Legacy Setup Screen each USER chooses their team and coach:

In Career Legacy Mode, your choice of schools to coach is limited to a few small schools with coaching vacancies. You'll have to work your way up before you can coach for a powerhouse.

In Open Legacy Mode, the choice is yours. You can coach for any of your favorite teams.

To choose your team and coach:

1. Highlight the conference, team, or coach.
2. Use the L1 or R1 buttons to cycle through selections.
3. When selecting a coach, use the L1 or R1 buttons to select your coach's appearance and press the **X** button to bring up the Enter Player Name Screen to name your coach.
4. When using the Enter Player Name Screen, you can either select a name from the list to the right of the screen, or type in your own name. Use the R1 button to toggle between the First Name Slot and the Last Name Slot. To select a name from the list, press the ● button to switch the highlight to the name list. Move the left analog stick or directional button up or down to highlight a name and press the **X** button to select it. To type in your own name, use the left analog stick or directional button to highlight letters and characters, press and hold the L1 button to capitalize letters, and use the **X** button to select characters. Highlight the left arrow and press the **X** button to backspace.

### Coaching Attributes Screen

This screen allows you to customize your coaching style with seven different attribute slider bars. To select an attribute slider, press up or down on the left analog stick or directional button. To adjust the slider, press left or right (depending on what type of coaching style you want) on the left analog stick or directional button. The more you set the slider to one direction, the more your coaching style resembles the description. Once you've set your coaching style, press the START button and then confirm your selection by pressing the **X** button to accept and to advance to the Coach Goals Screen.

### Coach Goals Screen (Career Legacy only)

On this screen, you will get a short note and some goals outlined to you by your school's athletic director for the upcoming season. On the upper right part of the screen, you will be able to see a graphical indicator of your job security as the coach of this school's basketball program.

## LEGACY MAIN MENU

Legacy Options is the main menu from which you can access your schedule, play/simulate games, manage your rosters, assign offensive and defensive plays from the playbook, and access game options.

### PRE-SEASON

The Pre-Season Menu allows you to alter your coaching style at the beginning of each season as well as modify your team's schedule difficulty.

### Coaching Style

This screen allows you to alter your coaching style. For more information on this screen, see the Coach Attributes Screen on page 19.

### Schedule Difficulty

If you aspire to be a big-time college basketball powerhouse, you have to prove yourself to the nation against the best competition out there. Whether you think your given schedule is too easy or too hard, you can always alter it here.

Press the ● button to bring up the Schedule Difficulty Setting Overlay.

- If you want to increase or decrease the difficulty of your schedule, select the Increase or Decrease difficulty options and press the ✕ button. You will now notice that your schedule has been changed and you will be playing against different competition. You can repeat this process until you are satisfied with the difficulty of your schedule.

- Selecting the Reset difficulty option will reset your schedule to the original default schedule before any changes were made.

## SEASON SCHEDULE

The Team Schedule Screen lists your upcoming games. You can use this screen to check the scores of previously played games, and to advance through the season by playing or simulating games.

- By default, the Team Schedule Screen lists your team's schedule. In order to view the schedule of other teams in your conference, use the L1 or R1 buttons to cycle through team schedules. If you wish to view the schedule for teams outside of your conference, use the L2 or R2 buttons to cycle through the different conferences.

- If you are playing a season with more than one user, you can use the right analog stick to toggle between the different users' team schedules by pressing to the right or left.

- To play a game, it must be marked with a yellow arrow. Unmarked games will be automatically simulated for you. To mark or unmark a game, move the left analog stick or directional button up or down to highlight the game, and press the ✕ button.

- Once you've selected the games you wish to play, press the START button. An Overlay will appear with the following options: Simulate to first marked game, Simulate current week, and Simulate all remaining games.

  - If you wish to simulate the entire season without playing a game, select Simulate all remaining games and press the ✕ button.

  - If you want to simulate one week of the season (including those games you have marked with a yellow arrow), select Simulate current week and press the ✕ button



  - If you want to simulate to the first game you have marked to play with a yellow arrow, select Simulate to first marked game, and press the ✕ button.

    - An overlay will appear, labeled with the two teams facing one another (for example, Clem @ Duke), and the following options, Play this game, Simulate this game, and Cancel.

- If you select Play this game, you will advance to the Team Select Screen. On the Team Select Screen, move the Control Icon to the side of the team you wish to play as, and then press the START button to begin the game.

- If you select Simulate this game, the game will be simulated, and you will return to the Team Schedule Screen.

The Season Schedule Screen allows you to see all of the games played in a given week, on a certain day, or all of the games played by the ESPN Top 25 Schools. To view the Season Schedule Screen, press the ● button while on the Team Schedule Screen. Keep in mind that marking, simulating, and playing games works the same on this screen as on the Team Schedule Screen

- The Season Schedule Screen allows you to sort the games viewed by three different categories: Game, Week, or Day. Game allows you to sort whether you wish to view games played by all teams, your team only, or games played by the ESPN Top 25 Schools. Week allows you to choose which week's games you wish to see. Day allows you to view only the games played on one day of that week.

## MANAGEMENT

This is where you can check rosters around the nation, set your team lineup, assign offensive and defensive plays from your playbook, get an injury report on players, and look at your coach card.

- To switch between the users' teams, move the right analog stick right or left.

**Rosters:** From the Roster Screen, you can view the team rosters of every team in the nation. To cycle conferences, press the L2 or R2 buttons. To cycle between teams, press the L1 or R1 buttons.

- If you used the Generate player names option when you first started your Legacy mode, you have the option to rename your players (Open Legacy only). To rename your players, highlight the player you wish to rename and press the ● button while on the Roster Screen. You are now free to choose the first and last name that you wish to rename this player to.

- Want to boost a player's rating for a certain attribute (Open Legacy only)? To edit Player Attributes, use the left analog stick or directional button to highlight an attribute. Now, press the ✕ button to select it. Press right on the left analog stick or directional button to increase a player's rating for that attribute, press left to decrease it. Press the ✕ button again to unselect the player rating once you have finished. Each team has 50 extra points to distribute as you see fit. After that, if you want to boost a player's rating in one area, you'll have to scavenge the points by decreasing another player attribute.

**Team Lineup:** This is the screen where you can make team lineup changes before you start your next game. The first five players on the Team Lineup Screen are your starters. To move a player from the starting lineup to the bench, highlight which starter you wish to bench and press the ✕ button. This will turn the selector arrow (to the left of the player name) from white to yellow. With the starter highlighted, select the bench player you want to start in his place and then press the ✕ button again to make the switch.

- Press the L1 or R1 buttons to scroll through and select a preset lineup.

**Offensive Playbook/Defensive Playbook:** Refer to the Roster Manager section of the manual on page 17 for how to set your offensive and defensive playbook.

**Scouting:** The Scouting option will only appear after you have completed the first 8 weeks of the season. In week 9, you are allowed to access the Scouting option. After week 8, you are allowed to scout 3 potential high school recruits a week to see if they will be a good fit for your team. The HS All Stars game becomes available to watch or play in week 12.

- **Recruits:** This screen shows you every eligible high school player in the country from which you can select three players every week to scout.

There are four categories here, Rank, Players name, Position, and Region. By default, this screen is sorted by the ranking of the potential recruit, however you can sort each column by the players you've already scouted, the position they play, and the region they are from.

1. To sort, first move the left analog stick or directional button left or right to highlight one of the four categories (RANK, PLAYERS, POS, REGION).

2. Then press the L1 or R2 buttons to cycle through the options when appropriate.

3. Once you have selected the player you want to scout, press the ✕ button to bring up his Player Card. If this is a player you have not yet scouted, the Recruiting Notes will be left blank.

4. Press the ✕ button again on the Player Card screen and confirm to scout this player.

5. Once you have scouted the player, you will come away with some new recruiting notes and you can now see his player caliber (5 stars being the best), player type, overall rating and his offensive and defensive rating.

6. Press the ▲ button to return to the main Scouting Menu and you can now select two more players whom you wish to scout this week.

- **Recruiting Map:** The Recruiting Map Screen is a graphical representation of the entire USA. Its purpose is to give you an easy to read overview of which region the top prospects come from and helps you concentrate your scouting on a particular region. From this screen, you can select each region and each state (highlighting the state is indicated by the light yellow color) by moving the left analog stick or directional pad. Once you have selected a state, you can press the ✕ button to view the potential recruits from within that state and region.

- **HS All Stars:** Starting in week 12, the HS All Star games allow you to play a new game each week with the top high school players from around the nation. Each week, players from a different region will go head to head, and you'll have the chance to see your future recruits in action. The Sega Sports HS All Star Game features the very best players in the nation. The schedule for the games is as follows:

1. Week 12: Western HS All Stars

2. Week 13: Northern HS All Stars

3. Week 14: Southern HS All Stars

4. Week 15: Mid Eastern HS All Stars

5. Week 16: South Eastern HS All Stars

6. Week 17: North Eastern HS All Stars

7. Week 18: Sega Sports HS All Stars

Once you have selected a game, the Scouting Options Screen allows you to set your All Star game options before you advance to the Team Select Screen. On the Team Select Screen, move the Control Icon to the side of the team you wish to play as, and then press the START button to begin the game.

**Injury Report:** The Injury Report Screen shows you injuries from around the nation.

**Coach Card:** On this screen, you will see your coach name, the number of years as coach, your career win/loss record, a job security indicator, as well as a summary of your team's performance this season.

## STATS-STANDINGS-AWARDS

**Team Stats:** From this screen, you can view the team statistics of each team in a conference.

**Player Stats:** This screen shows the stats for every player, team by team.

**Season Leaders:** This is the screen where you can view the statistical leaders for the entire nation. Want to see who's leading the nation in scoring or rebounding? This is where you can find out. There are 31 different statistical categories that you can sort by highlighting the category and pressing the ● button.

**Top 25:** The Top 25 is where you can find the national rankings of the top teams in the country. Every basketball powerhouse school desires to be the number one ranked team in the country week after week, and every small-time school aspires to become a nationally ranked team and be a part of the Top 25.

The importance of being a nationally ranked team should not be underestimated. Every year, only 64 teams make the NCAA Tournament. A team that is consistently in the Top 25 rankings week after week has a solid shot of being a part of the festivities in the month of March.

There are three different polls, the Coaches Poll, RPI Poll, and ESPN Poll. To cycle between the three types of polls, press the L1 or R1 buttons.

- **Coaches Poll:** Every week, a poll is conducted with a select number of coaches. The overall number of votes per team determines the ranking position of the top 25 teams across the country.
- **RPI Poll:** The RPI Poll is a computer generated polling system that takes into account the team record, its opponent's record, and its opponent's opponents record. Generally, the RPI Poll becomes more and more accurate as more games are played.
- **ESPN Poll:** The ESPN Poll is another poll made up of a set number of Division I head coaches, all of whom belong to the National Association of Basketball Coaches.

No matter which poll you reference, you will also be able to see the ranking of the team, the team name, team record, number of voting points each team received, and the ranking of each team on the Top 25 from the previous poll conducted last week (indicated by the PVS category).

**Conference Standings:** This is the screen where you can see the team standings listed by conference. To switch between the user's team's conferences, move the right analog stick right or left to view the standings of teams outside of your own conference, press the L1 or R1 buttons to cycle through the other conferences. This screen is broken down in two categories, the standings of each team within the conference and the overall standing of that team.

**Awards:** Once you have completed the regular season, you can go here to view the awards players and coaches have received.

### Season Awards and Tournaments

Once you've completed the regular season, the Season Awards Screen appears, showing the top players and coach of the regular season. Use the L1 or R1 buttons to view the various awards. Then press the START button to return to the Team Schedule Screen. Press the START button again and an overlay will appear asking whether you wish to advance to the Conference Tournaments. Highlight Yes and press the ✕ button. You are now

in Tournament Mode and set to begin your Conference Tournament. For more information on Tournament Mode, see Tournament Main Menu on page 35.

### Legacy Offseason

At the end of the college basketball season after the NCAA Tournament, you're job as a head coach is just beginning. Your main tasks during the offseason is to recruit and replace your graduating players, and you also have to consider any job offers made to you over the summer.

### Players Leaving

The first screen you'll see after the NCAA Tournament is the Players Leaving Screen. On this screen you can view the player name, position, rating, and the reason for leaving. There are three reasons a player may leave:

1. **Graduation:** These are senior year players who have used up all four years of their college eligibility.
2. **Not enough playing time:** Up-and-coming players who don't get enough playing time may choose to transfer from your school to another university where playing time is more plentiful.
3. **Going Pro:** Undergraduate players who still have eligibility remaining but who have chosen to leave school early to play professionally.

### Saving Players for Export to NBA 2K3

After exiting from the Players Leaving Screen, you will be asked if you want to save your graduating seniors for export to NBA 2K3. Select No to proceed to the next screen or Yes to go to the Save Menu. Note that a PlayStation®2 Memory Card (8MB) is required in order to save graduating seniors for export to NBA 2K3.

- NBA 2K3 allows you to import your NCAA College Basketball 2K3's graduating seniors into NBA 2K3's Franchise mode. If you own both games, you can watch your graduating seniors enter the NBA draft and maybe one day become NBA superstars. Check your NBA 2K3 manual (page 32) for instructions on how to import your NCAA College Basketball 2K3's graduates roster.



## CAREER LEGACY

### Coach Recap

Have you fulfilled your schools hopes and achieved the goals set out for you? This screen is your report card for the past season.

### Job Offers

If you coach well, and your team consistently exceeds expectations, then, after a few seasons, you may receive offers to coach for other schools. However, coach poorly, and other teams will lose interest, and you may even be fired. If you do receive offers you will be given the option to view them on the Job Offers Screen.

**Open Legacy:** If you are playing in Open Legacy Mode, you are free to switch to any team you choose once the offseason arrives. Should you choose to change teams, you will select your team and coach attributes on the Legacy Setup Screen and the Coach Attributes Screen (see Legacy page 19 for more information on these screens). If you do elect to switch schools, you will take over that team during the offseason and your first job as the new head coach is recruiting for your new team (see recruiting section below).

Once you've decided upon a school for the coming season press the ✕ or START buttons to advance to the Offseason Options Menu.

## OFFSEASON MAIN MENU

Offseason Options is the main menu of Legacy's Offseason Mode. From here you can review team and player stats, check out your team's needs, and recruit new players.

- If you're playing Legacy with more than one user, move the right analog stick right or left to toggle teams.

## RECRUITING

The Recruiting Screen is where you will compete for the top high school players in the nation.

Before you make any moves, it's a good idea to assess what type of player your team needs most. Press the ● button to view your current roster on the Team Roster Screen. Empty player slots show the needed player positions. When you're done, press the ▲ button to return to the Recruiting Screen.

With 1,500 high school prospects to choose from, it can be helpful to specify what type of player you're looking for. You can sort the listed players by Status, Position, Caliber, Region, or Interest. By default, all players are listed in order of their rating, or caliber.

1. To sort, first move the left analog stick or directional button to highlight one of the five sorting categories.

2. Then, press the L1 button or the R2 button to cycle through the options.

The five sorting categories are:

- **PLAYERS:** Allows you to sort players by their current status (All, Targets, Available, Recruited, Scouted, and Yours). "All" lists every recruit. "Targets" lists players that you have contacted. "Available" lists every player that has not yet signed to any school. "Recruited" lists every player who has already signed to a school. "Scouted" shows the players who you scouted during the course of the past season (see SCOUTING on page 24). "Yours" shows the players who wish to play for your school.
- **POS (Position):** Allows you to sort players by their position (G, C, F, PG, SG, SF, PF).
- **CALIBER:** Allows you to sort players by their rating (Top 100, 5 Star, 4 Star, 3 Star, 2 Star, 1 Star). Top 100 lists the players rated as the top 100 prospects. Players are rated from 1 to 5 Stars (5 being the best). 5 Star, 4 Star, 3 Star, 2 Star, and 1 Star each list the players who have been assigned that respective rating.
- **REG (Region):** Allows you to sort players by what State they live in.
- **INT (Interest):** Allows you to sort players by their level of interest in playing for your school (Very High, High, Medium, and Low).

The Recruiting Map provides another way to sort the players by Region.

1. To view the Recruiting Map Screen, press the Select Button.

2. Use the left analog stick or directional button to highlight a State.

3. Press the ✕ button to view the recruits from that State.

When you find a player that you want on your team, you need to get in touch with him.

1. First, highlight that player and press the ✕ button to bring up his Player Card.

2. To recruit the player, press the ✕ button.

3. The Recruit Overlay should appear, with the following options: Head coach visit (25), Assistant coach visit (15), Head coach call (10) and Assistant coach call (5). The number next to each option represents its cost in Recruiting Points. You have a total of 100 Recruiting Points. Note that the Head coach visit and Assistant coach visit selections will appear grayed out. This is because you must call a player before you can visit him. After all, it would be impolite to show up unannounced.

4. To select an option, highlight the option and press the ✕ button to select it.

5. Then, highlight Apply and press the ✕ button to confirm the option selected.

Once you have used all of your Recruiting Points, you're done for the week.

1. Press the START button to access the Recruiting Options Overlay.

2. Select Advance to Next Week.

3. The Recruiting Recap Screen appears.

4. Press the L1 or R1 buttons to view the new player status categories (Ready to Commit, Committed, Recruited, and Targets). "Ready to Commit" lists the players who have decided that they want to play for your school. "Committed" lists the players who you have signed to your school. "Recruited" lists the players who have already joined a school. "Targets" lists players that you have contacted.

5. If a player appears in the Ready to Commit Category, press the ✕ button to call up his Player Card, then press the ✕ button again to place the player on your team.

## TEAM ROSTER

This screen shows an overview of the players on your team. It also shows the position vacancies left by your departing players

## STATS

This Stats Menu is the same as the Stats Menu in Legacy's Season Mode (see page 26) with the exception of the new statistic, Career Player Stats.

Career Player Stats – This screen shows each player's college career average for each statistic.

## OPTIONS

(See Options on page 41)

## SAVE

(See Save/Load on page 43)

## SEASON

This is your chance to experience a single season at the helm of you favorite team. Have you got what it takes to guide them from Game 1 to the top of the NCAA tournament?

### Season Setup

On the Season Setup Screen each USER chooses their team and coach. (For more information on this screen, see Legacy Setup on page 20)



### Coaching Attributes

The Coaches Attributes Screen is where you can strengthen certain game strategies to best fit your style of play. (For more information on this screen see Legacy: Coach Attributes on page 20).

## SEASON MAIN MENU

Season Options is the main menu from which you can access your schedule, play/simulate games, manage your rosters, assign offensive and defensive plays from the playbook, and access game options.

## PRE-SEASON

The Pre-Season Menu allows you to alter your coaching style at the beginning of each season as well as modify your team's schedule difficulty. (See Legacy: Pre-Season on page 21)

## SEASON SCHEDULE

The Team Schedule Screen lists your upcoming games. You can use this screen to check the scores of previously played games, and to advance through the season by playing or simulating games. (For more information on this screen, see Legacy: Season Schedule on page 22)

## MANAGEMENT

This is where you can check rosters around the nation, set your team lineup, assign offensive and defensive plays from your playbook, and get an injury report. (For more information on this screen, see Legacy Management on page 23)

## STATS-STANDINGS-AWARDS

(See Legacy: Stats/Standings/Awards on page 26)

Once you've completed the regular season, the Season Awards Screen appears, showing the top players and coach of the regular season. Use the L1 or R1 button to view the various awards. Then press the START button to return to the Team Schedule Screen. Press the START button again and an overlay will appear asking whether you wish to advance to the Conference Tournaments. Highlight Yes and press the **X** button. You are now in Tournament Mode and set to begin your Conference Tournament. For more information on Tournament Mode, see Tournament Main Menu on page 35.

## OPTIONS

(See Options on page 41)

## SAVE

(See Save/Load on page 43)

## TOURNAMENT

If you would rather cut to the chase and experience the excitement of NCAA Tournament play then Tournament is the mode for you. In Tournament mode, you can pick the conference and teams you wish to pit against one another in competition for the NCAA Championship.

**Tournament:** You can choose to begin the playoffs with a conference tournament, or select "Full NCAA" to begin at the start of the NCAA Tournament.

**Tournament Setup:** On the Tournament Setup Screen each USER chooses their team and coach. (For more information on this screen, see Legacy Setup on page 20). Please note that in multiplayer Tournament Mode, both user's teams must be in the same conference.



**Coaching Attributes**

The Coaches Attributes Screen is where you can strengthen certain game strategies to best fit your style of play. (For more information on this screen see Legacy: Coach Attributes on page 20).

## TOURNAMENT MAIN MENU

Tournament Options is the main menu of Tournament Mode. From this menu, you can access the Tournament Tree, manage your team, peruse stats, tweak options, and save or load games.

## TOURNAMENT TREE

The Tournament Tree is where all match-ups are made and all games are played.

## CONFERENCE TOURNAMENT TREE

If you selected a specific conference for the Tournament Option on the Game Mode Menu, you will begin your playoffs campaign at your Conference's Tournament and then advance to the NCAA Tournament.

Tournament mode lets you choose whether to play or to simulate individual games. Mark the games you wish to play with yellow arrows.

To place game markers:

1. Use the left analog stick or directional button to highlight any match-up on the Tournament tree.
2. Press the **X** button to add a marker to that match-up.

To change the highlighted matchup:

1. Use the L1 and R1 buttons to cycle through teams in the top slot.
2. Use the L2 and R2 buttons to cycle through teams in the bottom slot.

Start Button Overlay

There are more options available to you to help you manage the tournament tree and simulate games. These options are available by pressing the START button. To select a particular option, use the left analog stick or directional button to highlight an option and press the **X** button to activate it.

- **Start Round:** Begins simulation of a single round of tournament games.
- **Mark All:** Places a game marker next to all games in the tournament.
- **Mark None:** Removes all game markers from the tournament tree.
- **Mark User:** Marks all games in which a user's team is playing.
- **Randomize Teams:** Places teams in random match-ups.
- **Simulate All:** Simulates to the first marked game on the tournament tree.

When you are ready to begin your Tournament, press the START button and select Simulate All. When the simulation arrives at a marked game, the Tournament Match Overlay will appear with the following options: Play Game, Simulate Game, and Cancel.

- If you select "Play this game", you will advance to the Team Select Screen. On the Team Select Screen, move the Control Icon to the side of the team you wish to play as, and then press the START button to begin the game.
- If you select "Simulate this game", the game will simulate forward to the next marked game.
- If you select "Cancel", the overlay will disappear, and you will return to the Tournament Tree Screen.

## TOURNAMENT RECAP

This screen displays the winning school as well as the Tournament MVP.



When you wish to advance to the NCAA Tournament, press the START button to return to the Conference Tournament Screen. Press the START button again and confirm Yes to simulate the remaining Conference Tournaments and advance to the Tournament Options Menu. Select Tournament Tree to advance to the NCAA Tournament Play In Game.

## NCAA TOURNAMENT PLAY IN GAME

The Tournament Play In Game pits two of the weakest teams to win their conference against each other. Press the START button to bring up the Play-In Game Overlay and select whether you wish to "Play" or "Simulate" the game.

Press the START button to return to the Tournament Options Menu.

## NCAA TOURNAMENT TREE

This is what it all comes down to. 64 teams compete. Only one team can be the NCAA Champion.

The NCAA Tournament Tree functions the same as the Conference Tree. For more information on this screen's controls, see Conference Tournament Tree on page 35).

## MANAGEMENT

For more info on management see Legacy Management on page 23.

## STATS-AWARDS

- **Team Stats:** From this screen, you can view the team stats for every team in the Tournament.
- **Player Stats:** This screen shows the stats for every player, team by team.

**Tournament Leaders:** This is the screen where you can view the Tournament's statistical leaders. Want to see who's leading in scoring or rebounding? This is where you can find out.

**Awards:** Awards allows you to view the Tournament Recap Screen again at the end of the Conference or NCAA Tournament.

## OPTIONS

(See OPTIONS on page 41)

## SAVE

(See SAVE/LOAD on page 43)

## PRACTICE

Practice mode gives you the opportunity to work on game basics, advanced moves and play calling.

Practice Modes

- **Standard:** Practice your shot timing and special moves.
- **Scrimmage:** Use this mode to practice the different offensive plays in your playbook. Scrimmage mode will walk you through each play you call. A cursor will appear on the ground indicating where your player is supposed to move. Once you move the player to the designated location, an arrow will appear over the play you need to pass to. This way, you can learn how each play functions.
- **Free Throw:** Lack of free throw ability can cost you games. Practice them here.



## GYM RAT

Some college players just never leave the gym. Gym Rat mode allows you to play the pick-up games that a "Gym Rat" player lives for.

The options that are specific to Gym Rat Mode on the Game Modes Screen are:

**Mode:** Select any number of players per team between 2 on 2 and 5 on 5.

**Game Point:** Select the amount of points the game will be played to: between 7 and 21.

**Win By:** Choose the amount of points the leading team must be winning by for the victory: 1 point or 2.

## NETWORK PLAY

If you have Internet access, then you can start hooking up with other NCAA College Basketball 2K3 online gamers across the country for virtually unlimited Network competition.

To begin a multi-player network game:

1. From the Main Menu, select Game Modes
2. Use the L1 or R1 buttons to scroll to Network Play
3. Highlight Load Network Configuration and press the START button
4. Highlight your Memory Card with the Network Configurations and press the **X** button.
5. Highlight the Network file you would like to load, press the **X** button, and select Yes.
6. Select Login, enter your User Name and Password, and press the START button.
7. From here select a Region, then Lobby. Find another User and send a Challenge for a Scrimmage or Ranked game.

## LOAD NETWORK CONFIGURATIONS

To load Your Network Configuration file, insert a PlayStation®2 Memory Card (8MB) into your PlayStation®2 game console, then choose Network as your game mode and press the **X** button. Once the configuration is loaded, press the START button to login.

## MANAGE NETWORK CONFIGURATIONS

You can manage Your Network Configuration files at any time. In order to make any adjustments, insert the Network Adaptor Start-Up Disc provided by your hardware vendor and follow the manufacturer's instructions.

Important NCAA Basketball 2K3 Network Gaming Information for PS2!

If you are experiencing Network problems while playing online:

If you are using the network adapter (Ethernet/Modem) (for PlayStation®2), and you are connecting to an IP sharing device such as a Cable/DSL Router, you have three options.

We recommend that you use the first option:

First option: If your IP sharing device has a "DMZ" function, you should use it. Refer to your Router instruction manual for more details.

Second option: If you do not have the "DMZ" function, you will need to enable IP Forwarding (sometimes called "Virtual Server") on the following ports:

12701 TCP

13701 UDP

32006 UDP

Refer to the instruction manual that was provided with your IP sharing device for information about configuring IP Forwarding.



Final option: Connect your PlayStation®2 directly into the Cable / DSL Modem. We recommend that you unplug the power from your Cable / DSL Modem, connect your PlayStation®2 to it, wait at least 30 seconds, and plug the power back into your Cable / DSL Modem. Then turn on your PlayStation®2. Depending on your ISP this may not work.

More information, including links to the some of the popular IP sharing device manufacturers, is available at the following URL: http://www.sega.com/help/online/gameplay.jhtml"

## OPTIONS

Customize the way you play NCAA College Basketball 2K3 before or during the game to give yourself total control over your game. The Options Screen features four different option categories: Rules, Game Play, Presentation, Controller Setup, and Credits. Use the L1 or R1 buttons to cycle though the Options Categories. Highlight an option and then press the **X** or ● buttons to cycle through the option settings. Most of the option settings are self-explanatory and the others are listed below.

### Rules

Every rule in the game can be turned ON or OFF, and fouls can be adjusted from ALL, MOST, or NONE.

### Game Play

**Play Mode:** SIMULATION is as close as you can get to a real NCAA College Basketball game. ARCADE mode has more forgiving game play defaults, players do not get tired or injured and all the rules are OFF except for OUT OF BOUNDS and TRAVELING.

**Difficulty:** Set the skill level and intensity of computer players to one of three different levels: STARTER (easier), ALL CONFERENCE, and ALL AMERICAN (difficult).

**Game Speed:** Set the player movement and overall pace of the game to SLOW, NORMAL, or FAST.

**Half Length:** You can adjust the half-length in one-minute increments from 1-20 MINUTES. By default, the halves are set to 10 MINUTES.

**Pass Tag Icon:** When ON, you can display player icons above each player on your team for accurate passing. When OFF, the feature is active, but the icons are not visible.

**Player Energy:** When ON, players grow tired during the course of games. When OFF, players never grow tired.

**Injuries:** When ON, players are susceptible to injuries that could keep them out for a half, the game, or even several weeks.

**Ball Handler Auto Switch:** When ON, you always control the ball handler on offense. When OFF, you can switch to an offensive player without the ball.

**Defense Auto Guard On Inbounding:** When ON, your players automatically guard against the inbound pass.

### Presentation

**Player Intros:** When ON, each team's starting five is introduced before the tip off. When OFF, intros are skipped.

**Action Replay:** When ON, replays are shown automatically following great plays to highlight the action.

**Possession Switch / Action Freeze:** When ON, during the change of possession the action freezes as the camera rotates behind the offensive team. When OFF, the action will continue as the camera rotates.

**Free Throw Routines:** When ON, players preparing for a free throw take more time to focus and loosen up. When OFF, players step up to the line and take their shots immediately. Note: This option has no direct effect on free throw accuracy.

**Statistic Overlays:** When ON, overlays will appear during the game that illustrate team and player statistics.

**Ball Holder Text:** Set the identifying text that will appear under your player's feet. NAME, NUMBER & POSITION, NAME & POSITION, or NONE.



**Vibration:** When ON, your control pad vibrates in your hands when the player you're controlling takes the charge or slams a monster dunk.

**Audio Presentation:** Choose one of four pre-set audio presentations. Notice that the audio sliders adjust to create the desired audio effect.

**Audio Sliders:** You can adjust the audio sliders in any combination. Move the slider to the right to increase or to the left to decrease volume.

### Controller Setup

In addition to the default controller setup, NCAA College Basketball 2K3 offers five alternate configurations. Choose the setup that fits best with your game using the L2/R2 button.

### Credits

Displays the Credits for NCAA College Basketball 2K3.

## SAVE/LOAD

Go to the Load Screen to access any game or settings files you have saved for NCAA College Basketball 2K3

## SAVE SETTINGS AND GAME DATA

If you have a PlayStation®2 Memory Card (8MB) inserted to your game console, you can save your options settings and roster updates at any time.

## DELETE

Free up some space on your memory card by deleting files you no longer want.

# ROSTER MANAGER

Roster manager gives you the ability change and customize any team to your preference. You can edit the ratings of each player's attributes, switch up plays in your offensive and defensive playbooks, and even create your own player.

### Team Rosters

Here is where you can edit the attributes of each player on every playable team. See Legacy Management from page 23.

### Create Player

In Create Player Mode, you can select a player's position, physical appearance, accessories and attributes. The possibilities are endless.

**To create a player:**

1. Highlight Create a new player and press the **X** button.

This is the Player Edit Screen. Here is where you can edit each and every facet of your future basketball player. Use the L1 and R1 buttons to cycle through each of the areas of the Player Edit Screen: Edit, Appearance, Accessories and Attributes. You can rotate the player model at any time by pressing left or right on the directional button. Move the left analog stick or directional button up or down to highlight your desired appearance option. Use the **X** or ● buttons to alter the option.

### Edit

**First Name:** Press the **X** button to bring up the Enter Player Name Screen. Proceed to enter you chosen name here, then press the START button to return to menu.

**Last Name:** Press the **X** button to bring up the Enter Player Name Screen. Proceed to enter you chosen name here, then press the START button to return to menu.

**Position:** Use the **X** and ● buttons to cycle through the Positions: PG, SG, SF, PF and C.

**Jersey Number:** Use the **X** and ● buttons to cycle through jersey numbers: 00 to 99.



**Height:** Use the **X** and ● buttons to select your player's height: from 4'6" to 7'6"

**Best Hand:** Use the **X** and ● buttons to select which hand your player will be best with: Left or right.

### Appearance

Here is where you decide all the bodily dimensions and other physical attributes for your player.

### Accessories

Add a variety of headbands, wristbands, knee braces and more, to add a unique style to your created player.

### Attributes

Attributes are, of course, the most important editable qualities of your created player. You have complete control over the amount of points (between 0 and 100) in each attribute.

When completed with the player creation process, press the START button to advance. This will take you back to the Create Player Screen. From here you can assign your newly created player to any team you choose. To get to the Add Players Screen:

1. Use the left analog stick or directional button to highlight the created player you want to assign to a team.
2. Press the ● button to add highlighted player to roster.

This will take you to the Add Players Screen. Select a team for your player and let him work his magic.

**To add your player to a roster:**

1. Use L2 and R2 to cycle through Conferences. Use L1 and R1 to cycle teams.
2. Select the player who will be replaced by your created player and press the **X** button.
3. When asked for confirmation, select YES and press the **X** button.

Congratulations! You now have a created player on the team of your choice.

Offensive Playbooks

Each school has an entire playbook for you to pick and choose plays from. In the Offensive Playbook Screen you can find the plays that will capitalize on your strengths and minimize your weaknesses.

Defensive Playbook

Through the course of game most teams will use a variety of defensive play, depending on the situation. In the Defensive Playbook Screen, you can choose the defenses that work best for you.

Reset Rosters

Reset Roster will undo any of the changes you have made to teams rosters; and will return them to their default settings. In addition, all created players will become unassigned. If you have created changes in rosters you wish to keep, make sure you save it before selecting Reset Roster.

## SEGA SPORTS CHALLENGE

Sega Sports Challenge is an exciting new mode of play that takes the competition to the next level. In SSC, you can record your personal stats, then post 'em online at SEGASPORTS.COM to see where you rank against the world's best. Prizes and bragging rights await!

After you complete an SSC game, return to the Sega Sports Challenge Screen to receive your Challenge Codes. You will earn codes for Per Game Averages and Single Game Records – one code for Per Game Average and one code for each Singe Game Record category.

Go to SEGASPORTS.COM and enter your codes to immediately see where you rank and find out if you qualify to win. Each time you enter a code, your chances increase. Good Luck!



## USER RECORDS

Enter your name in order to compile and save your personal NCAA College Basketball 2K3 stats. These are the numbers you'll pit against other NCAA 2K3 ballers in the SSC. To enter a user name:

- To use this user name in a game, at the Team Select Screen, after choosing a team, press the L2/R2 buttons until the user name appears on your control pad icon, then press the START button to proceed.

## ENABLE CHALLENGE

To begin the Sega Sports Challenge, select Enable Challenge. This sets all rosters and settings to their defaults so that you are playing the same game as all other SSC participants.

- When in Sega Sports Challenge Mode, this option becomes Disable Challenge.
- To exit Sega Sports Challenge Mode, select Disable Challenge to exit Sega Sports Challenge mode.

## PER GAME AVERAGE BOARD

As you play multiple games in Sega Sports Challenge mode, your statistics are calculated over time to show your per game average in these 11 key categories. To view stats tracked by another user name, press the L1 or R1 buttons to cycle users.

## SINGLE GAME RECORD BOARD

The Single Game Records board displays your best performance in each of 11 categories along with a Challenge Code for each record category.

## SAVE CHALLENGE RECORDS

A PlayStation®2 Memory Card (8MB) is required to participate in SSC. Make sure you save before you power down in order to keep your stats up-to-date.

For a more extensive game manual, go online at segasports.com.



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### Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site . . . . . http://www.sega.com
- e-mail . . . . . support@sega.com
- telephone . . . . . 1-716-650-6702

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